Europe, Middle East
ENGLISH
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DEUTSCH
NEDERLANDS
ITALIANO
ESPAÑOL
PORTUGUÊS
РУССКИЙ
ČESTINA
TÜRKÇE
POLSKI
SVENSKA
SUOMI
SLOVENCINA
MAGYAR NYELV
עברית
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Official Licensed Product

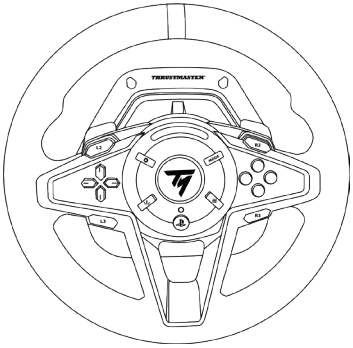
THRUSTMASTER®

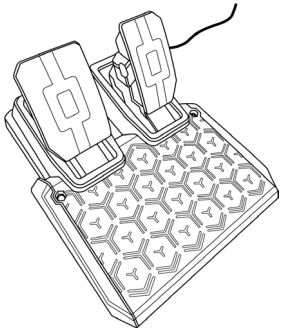
T128

T128

For PlayStation®5 consoles, PlayStation®4 consoles and PC*

User Manual





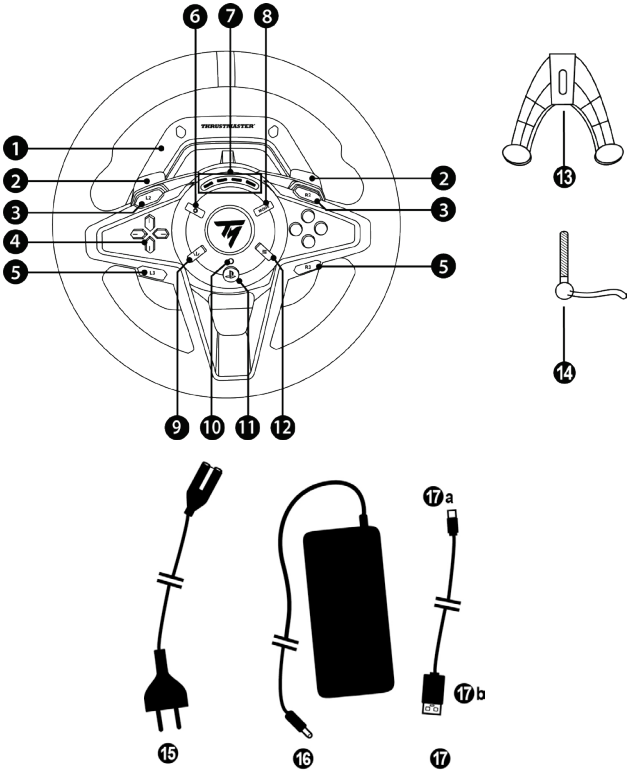
WARNING:

To ensure that your T128 racing wheel functions correctly with games on PlayStation®5 consoles, PlayStation®4 consoles or PC, you may be required to install the game's automatic updates

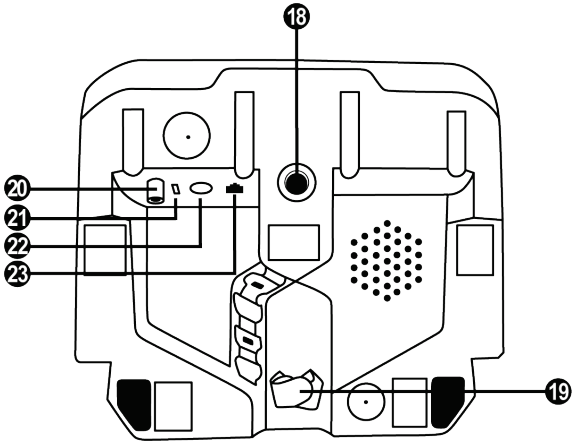
(available when your console or PC is connected to the Internet).

**PC compatibility (Windows® 10/11) not tested or endorsed by Sony Interactive Entertainment.*

TECHNICAL FEATURES



1 T128 base
2 2 magnetic paddle shifters (– and +)
3 L2 and R2 buttons
4 Directional buttons
5 L3 and R3 buttons
6 SETTINGS button
7 4 RPM LEDs (engine speed display)
8 MODE button
9 SHARE button on PS4™ consoles
CREATE button on PS5™ consoles
10 Game mode LED (blue, red or green)
11 PS button
12 OPTIONS button on PS4™ consoles and PS5™ consoles
13 Attachment system
14 Metal fastening screw
15 Power cable (EU/U.S./UK…)
16 Power adapter
17 USB cable: USB-C ***(17a)*** – USB-A ***(17b)***



18 Large threaded hole (for attachment system and fastening screw)
19 Hook-and-loop fastener cable holder
20 Power adapter connector
21 Racing wheel's USB-C connector
22 Mini-DIN connector for Thrustmaster shifter, handbrake or hub *(sold separately)*
23 RJ12 connector for pedal set

WARNING

Before using this product, please read this manual carefully and save it for later reference.

Warning – Electrical shock

* Keep the product in a dry location and do not expose it to dust or sunlight.
* Do not twist or pull on the connectors and cables.
* Do not spill any liquid on the product or its connectors.
* Do not short-circuit the product.
* Never dismantle the product; do not throw it onto a fire and do not expose it to high temperatures.
* Do not use a power supply cable other than the one provided with your racing wheel.
* Do not use the power supply cable if the cable or its connectors are damaged, split or broken.
* Make sure that the power supply cable is properly plugged into an electrical outlet, and properly connected to the connector at the rear of the racing wheel's base.
* Do not open up the racing wheel: there are no user-serviceable parts inside. Any repairs must be carried out by the manufacturer, its authorized representative or a qualified technician.
* Only use attachment systems/accessories specified by the manufacturer.
* If the racing wheel is operating abnormally (if it is emitting any abnormal sounds, heat or odors), stop using it immediately, unplug the power supply cable from the electrical outlet and disconnect the other cables.
* If you will not be using the racing wheel for an extended period of time, unplug its power supply cable from the electrical outlet.
* The electrical outlet must be located near the equipment and must be easily accessible.

Use only the power supply listed in the user instructions.

Information for power supply adapter

Information published	Value	Unit
Manufacturer's name or trademark, commercial registration number and address	**GUILLEMOT CORPORATION S.A.** 414 196 758 Rennes Place du Granier BP 97143 35571 Chantepie Cedex France	
Model identifier	**A481-1852590D**	
Input voltage	**100 - 240**	V
Input AC frequency	**50 - 60**	Hz
Output voltage	**18.5**	V DC
Output current	**2.6**	A
Output power	**47.9**	W
Average active efficiency	**87.8**	%
Efficiency at low load (10%)	**87.8**	%
No-load power consumption	**0.10**	W

Air vents

Make sure not to block any of the air vents on the racing wheel's base. For optimal ventilation, make sure to do the following:

* Position the wheel's base at least 10 cm away from any wall surfaces.
* Do not place the base in any tight spaces.
* Do not cover the base.
* Do not let any dust build up on the air vents.

For safety reasons, never use the pedal set with bare feet or while wearing only socks on your feet.
THRUSTMASTER® DISCLAIMS ALL RESPONSIBILITY IN THE EVENT OF INJURY RESULTING FROM USE OF THE PEDAL SET WITHOUT SHOES.

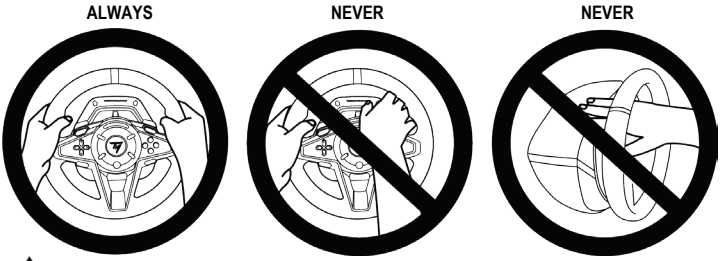
Warning – Injuries due to Force Feedback and repeated movements

Playing with a Force Feedback racing wheel may cause muscle or joint pain. To avoid any problems:

* Avoid lengthy gaming periods.
* Take 10 to 15-minute breaks after each hour of play.
* If you feel any fatigue or pain in your hands, wrists, arms, feet or legs, stop playing and rest for a few hours before you start playing again.
* If the symptoms or pain indicated persist when you start playing again, stop playing and consult your doctor.
* Keep out of children's reach.
* During gameplay, always leave both hands correctly positioned on the wheel without completely letting go.
* During gameplay, never place your hands or your fingers under the pedals or anywhere near the pedal set.
* During calibration and gameplay, never place your hand or your arm through the openings in the racing wheel.
* Make sure that the racing wheel's base is properly secured, as per this manual's instructions.

14+

Product to be handled only by users 14 years of age or older



Warning – Pedal set pinch hazard when playing

* Keep the pedal set out of children's reach.
* During gameplay, never place your fingers on or anywhere near the sides of the pedals.
* During gameplay, never place your fingers on or anywhere near the pedal's rear base.
* During gameplay, never place your fingers on or anywhere near the pedal's front base.

Warning – Pedal set pinch hazard when not playing

* Store the pedal set in a safe place, and keep it out of children's reach.

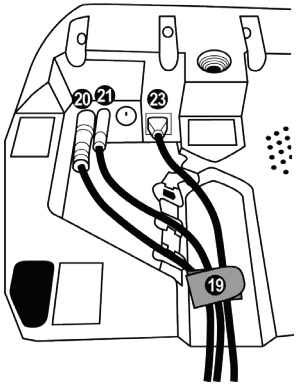
ATTACHING THE RACING WHEEL

Attaching the racing wheel to a table or a desktop

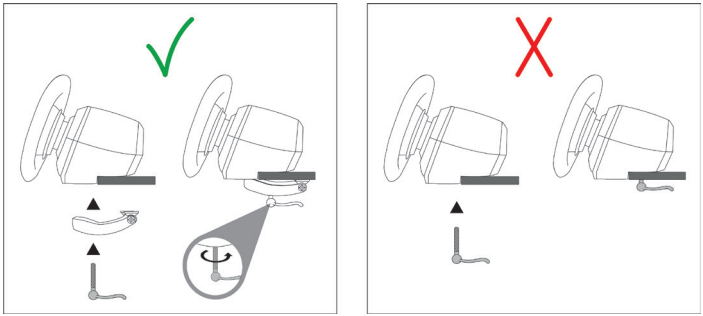
Start by connecting on the underside of the wheel:

- the power adapter ***(20)***;
- the quick release USB-C cable ***(17a)*** to the USB-C connector ***(21)***;
- the T2PM pedal set ***(23)***.

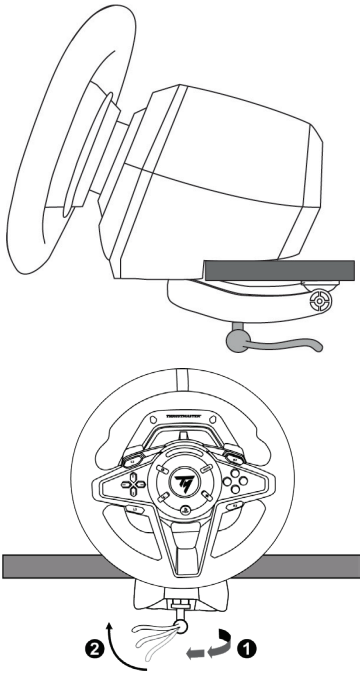
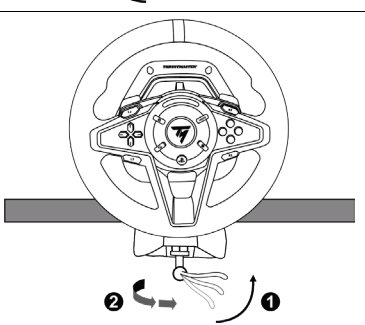
Make sure to follow the paths for the different cables, and attach the cables using the hook-and-loop fastener cable holder ***(19)***.



1. Place the racing wheel on a table or any other horizontal, flat and stable surface.
2. Insert the fastening screw ***(14)*** in the attachment system ***(13)***, then tighten the device by turning the screw counterclockwise, so that it feeds into the large threaded hole ***(18)*** located beneath the racing wheel, until the wheel is perfectly stable.



<u>WARNING</u>: Never tighten the screw alone without the attachment system in place! This could damage the racing wheel.

ATTACHMENT / REMOVAL	DIRECTION
<u>To tighten</u>: ***Turn the screw counterclockwise***	
<u>To release</u>: ***Turn the screw clockwise***	

INSTALLATION

AUTOMATIC RACING WHEEL AND PEDAL SET CALIBRATION

The wheel automatically self-calibrates when you plug the racing wheel into an electrical outlet and connect the racing wheel's USB connector to the PlayStation®5 console, the PlayStation®4 console or to the PC.
During this phase, the racing wheel will rotate quickly towards the left and the right, covering a 900-degree angle, before stopping at the center.

WARNING:
Never touch the racing wheel during the self-calibration phase!
(This could result in improper calibration and/or personal injuries.)

Never connect the pedal set to the racing wheel's base (or disconnect it from the base) when it is connected to the PlayStation® console or to the PC or during gameplay (this could result in improper calibration).
Always connect the pedal set before connecting the racing wheel to the PlayStation®5 console, the PlayStation®4 console or to the PC.
Once the racing wheel's calibration is complete and the game has been started, the pedals are automatically calibrated after a few presses.

WARNING:
Never press the pedals during the racing wheel's self-calibration phase or while a game is loading!
(This could result in improper calibration.)

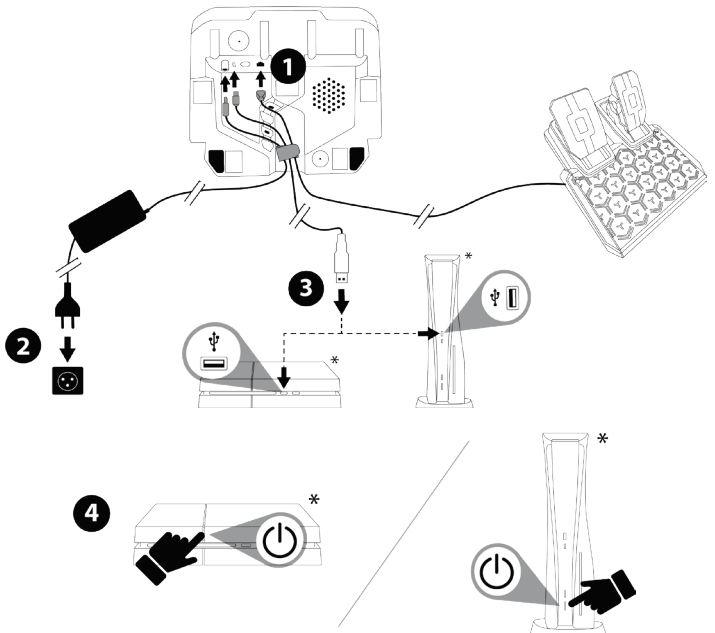
If your racing wheel and/or pedal set do not function correctly, or if they seem to be improperly calibrated:

- Power off your console or PC and completely disconnect the racing wheel. Then reconnect all cables (including the power supply cable and the pedal set), and restart your console (or PC) and your game.

- Reconfigure the pedal set in **default** mode using the procedure set out further along in this user manual (page 16).

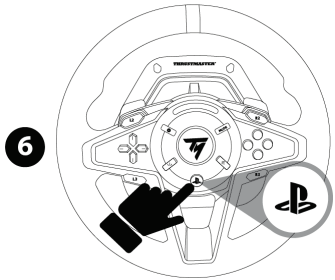
INSTALLATION ON PLAYSTATION®4 CONSOLES OR ON PLAYSTATION®5 CONSOLES

1. Connect the T2PM pedal set to the RJ12 connector ***(23)*** of the base.
2. Plug the power cable and power adapter into an electrical outlet.
3. Connect the USB-C cable ***(17a)*** to the USB-C port ***(21)*** of the base.
   Connect the USB-A cable ***(17b)*** to a USB-A port on the PS4™ console or the PS5™ console.
4. Power on your PlayStation®4 console or your PlayStation®5 console. The racing wheel will self-calibrate automatically.



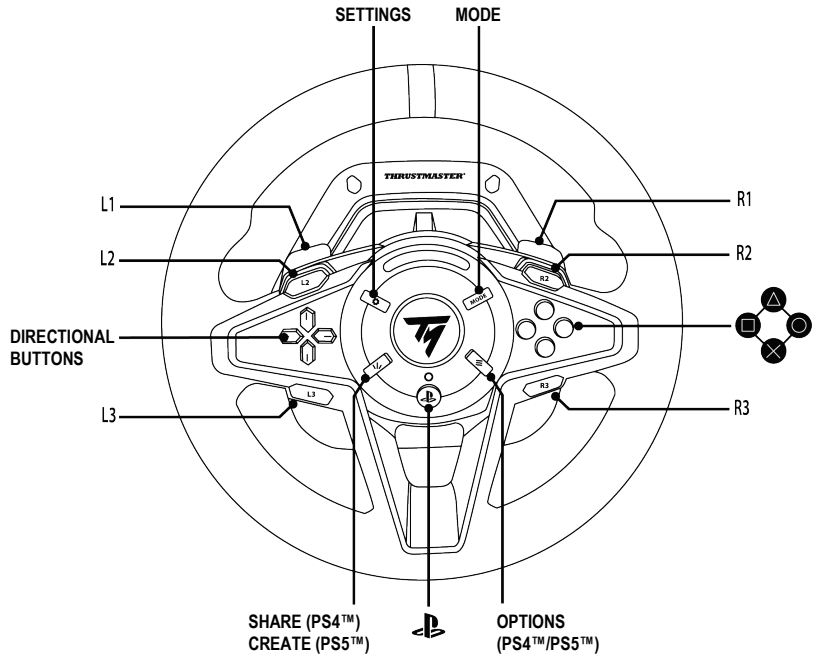
**Not included*

5. If necessary, select the game MODE in which you want to play via the procedure set out further along in this user manual (on page 15).
6. Press the racing wheel's PS button ***(11)***, and log in to your PlayStation™Network account in order for the racing wheel to be functional.



You are now ready to play!

MAPPING FOR PLAYSTATION®4 CONSOLES OR PLAYSTATION®5 CONSOLES



Notes regarding PS4™ consoles or PS5™ consoles:

- The racing wheel is recognized in games as a Thrustmaster T-GT racing wheel or a Thrustmaster Advanced Racer racing wheel.

- The 4 engine speed display RPM LEDs ***(7)*** function in games compatible with the Thrustmaster SDK. The list of compatible games is available here: **https://support.thrustmaster.com** (in the **Racing Wheels** / **T128** / **Games settings** section). This list is updated regularly.

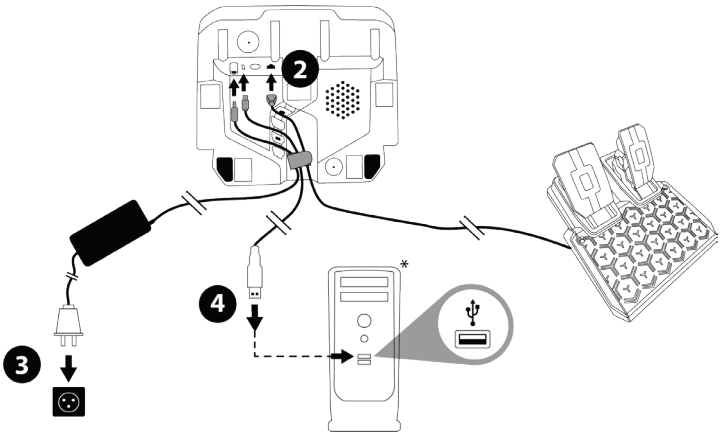
- The list of games on PlayStation®4 consoles and PlayStation®5 consoles compatible with the T128 racing wheel is available here: **https://support.thrustmaster.com** (in the **Racing Wheels** / **T128** / **Games settings** section). This list is updated regularly.

INSTALLATION ON PC*

**PC compatibility (Windows® 10/11) not tested or endorsed by Sony Interactive Entertainment.*

1. Visit **https://support.thrustmaster.com** to download the drivers and Force Feedback software for PC. Click **Racing Wheels** / **T128** / **Drivers**.
2. Connect the T2PM pedal set to the RJ12 connector ***(23)*** of the base.
3. Plug the power cable and power adapter into an electrical outlet.
4. Connect the USB-C cable ***(17a)*** to the USB-C port ***(21)*** of the base.
5. Connect the USB-A cable (***17b***) to a USB-A port on your PC.

Your racing wheel self-calibrates automatically.



6. Select **Start** / **Thrustmaster** / **FFB Racing Wheel** / **Control Panel** to open the **Game Controllers** window. The **Game Controllers** window displays the racing wheel name **Thrustmaster Advanced Mode Racer**, along with **OK** status.

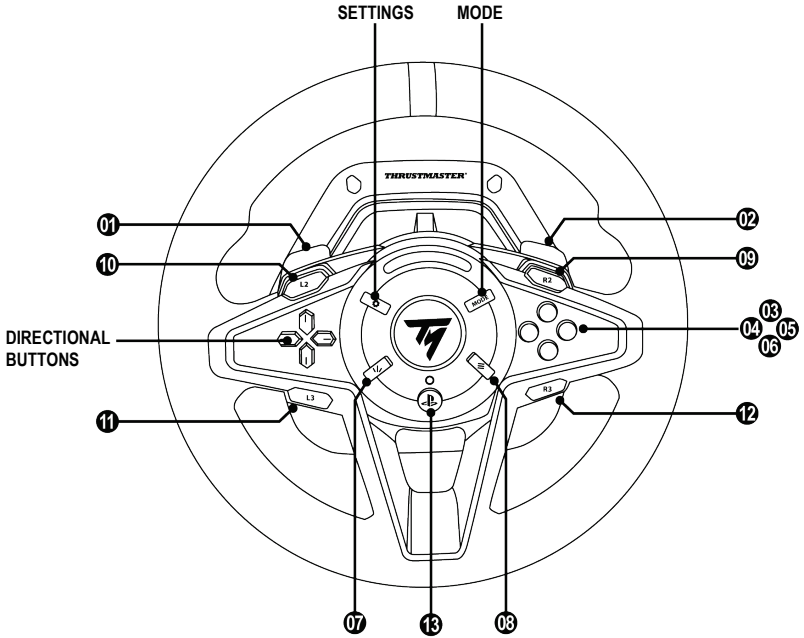
7. Click **Properties** to configure your racing wheel in the T128 control panel:

   • **Test Device** tab: lets you test and view the action buttons, directional buttons and axes for the racing wheel (as well as the axes for the pedal set), and adjust the racing wheel's angle of rotation in your PC games.

   • **Test Forces** tab: lets you test 12 Force Feedback effects.

   • **Adjust Forces** tab: lets you adjust the power of Force Feedback effects in your PC games.

MAPPING FOR PC



Notes on PC:

- In the control panel and in games, the racing wheel is recognized with the name **Thrustmaster Advanced Mode Racer**.

- Always remember to completely close the **Game Controllers** window by clicking **OK** before starting your game.

- The settings and adjustments made in the **Game Controllers** window are only saved on your PC (and therefore will not have any effect on PS4™ consoles or PS5™ consoles).

- Your racing wheel's firmware version appears in the upper right-hand section of the T128 control panel tabs.

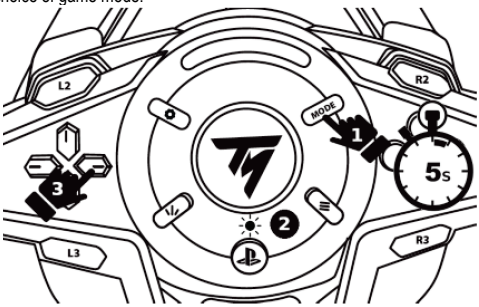
- The 4 engine speed display RPM LEDs ***(7)*** are functional in PC games compatible with the Thrustmaster SDK. The list of compatible games is available here: **https://support.thrustmaster.com** (in the **Racing Wheels** / **T128** / **Games settings** section). This list is updated regularly.

SELECTING THE GAME MODE

Procedure :

1. Press and hold the MODE button ***(8)*** for 5 seconds, until the LED ***(10)*** located above the PS button starts flashing.

2. Without releasing the MODE button ***(8)***, simultaneously press the right-hand directional button ***(4)*** to select your choice of game mode.



LED COLOR ☀	GAME MODE
BLUE	PLAYSTATION® STANDARD COMPATIBILITY (default mode)
RED	PLAYSTATION® FUTURE COMPATIBILITY
GREEN	PC

Once the game mode has been selected, release the buttons: your selection is saved in the racing wheel's internal memory. The racing wheel restarts and self-calibrates.

Notes:

- On PlayStation®4 consoles and PlayStation®5 consoles: in order for the T128 racing wheel to be functional following self-calibration, press the PS button ***(11)*** and log in to your PlayStation™Network account.

- The list of games compatible with the PlayStation®4 console and the PlayStation®5 console and the T128 (and the corresponding game MODE) is available here: **https://support.thrustmaster.com** (in the **Racing Wheels** / **T128** / **Games settings** section). This list is updated regularly.

MODE FOR PEDAL SET
(Displayed each time the racing wheel restarts)

Each time the racing wheel restarts (and after its self-calibration), the 4 RPM LEDs ***(7)*** indicate the mode (position and type) in which your pedal set is configured.

Position:

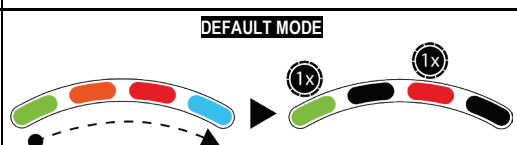
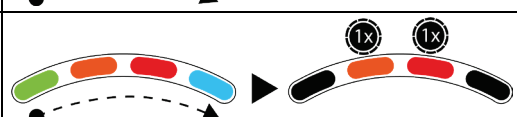
- **NORMAL: default position;**

- or **INVERTED:** in this position, the accelerator and clutch pedals are inverted — this position is only possible with a 3-pedal pedal set.

Type:

- **T2PM-T3PA-T3PM** without Load Cell technology: **default type;**

- or **T-LCM** with Load Cell technology.

MODE FOR PEDAL SET	FLASHING OF RPM LEDs *(7)*
DEFAULT MODE **- NORMAL position** **- T2PM-T3PA-T3PM type**	
- NORMAL position **- T-LCM type**	
- INVERTED position **- T2PM-T3PA-T3PM type**	
- INVERTED position **- T-LCM type**	

RECONFIGURING THE PEDAL SET IN DEFAULT MODE
(To be carried out if your pedal set is not functioning properly)

Procedure:
- **QUICKLY** press the **SETTINGS** button ***(6)*** **8 times.**

The **4 RPM LEDs *(7)* flash 5 times simultaneously** to indicate the reconfiguration in default mode.

INVERTING THE POSITION OF THE PEDALS (If you are using a 3-pedal pedal set)

The T128 racing wheel comes bundled with the 2-pedal T2PM pedal set by default. This racing wheel is also compatible with the Thrustmaster T3PA, T3PM and T-LCM 3-pedal pedal sets (sold separately).

If you are using a 3-pedal pedal set, it is possible to electronically invert the accelerator and clutch pedals.

Procedure:
- Press and hold the **SETTINGS** button ***(6)*** for **5 seconds.**

The inversion of the pedals is instantly saved in the racing wheel's internal memory, and one of the 4 RPM LEDs ***(7)*** flashes 3 times to indicate the selected position.

ACCELERATOR AND CLUTCH PEDALS	FLASHING OF RPM LEDs *(7)*
DEFAULT MODE **- NORMAL position**	
- INVERTED position	

MANUALLY TOGGLING THE PEDAL SET FROM T2PM-T3PA-T3PM TYPE TO T-LCM TYPE (and vice versa)

By default, the pedal set's mode is **T2PM-T3PA-T3PM** type.

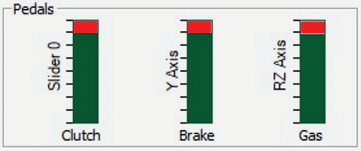
This mode is saved in the internal memory of the racing wheel's base and always remains enabled, except for in the event that you connect a T-LCM pedal set to the RJ12 port, or you toggle the mode manually.

Procedure:

- Simultaneously press and hold the **SETTINGS** button *(6)* and the **left paddle shifter (–)** for **5 seconds**.

MODE	FLASHING OF RPM LEDs *(7)*
DEFAULT MODE **- T2PM-T3PA-T3PM type**	
- T-LCM type	

With the T-LCM type, the T2PM, T3PA and T3PM pedal sets will not function properly. The pedals' values will no longer reach 100%.



To function properly again (and reach 100%), you must manually toggle the mode for the racing wheel's base to T2PM-T3PA-T3PM type.

MANUALLY CHANGING THE ANGLE OF ROTATION VIA THE RACING WHEEL
(only possible in games in which the angle of rotation is not adjusted automatically)

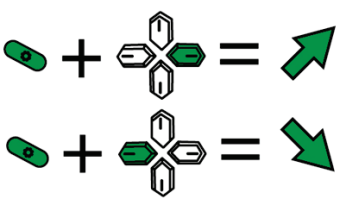
The T128 racing wheel has an angle of rotation adjustable between 270° and 900°.

In many games, the racing wheel's angle of rotation is automatic, and adjusts on its own according to the car being used. In these games, it is not possible to manually change this angle of rotation, as this function is managed by the game and not by the user.

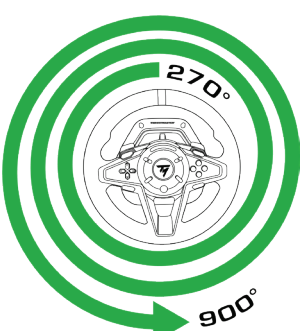
In other games, it is possible to manually change the angle of rotation directly via the racing wheel.

Procedure:
- Simultaneously press the **SETTINGS button** ***(6)*** and the **right directional button** ***(4)*** to **increase** the angle of rotation by one step; or

- Simultaneously press the **SETTINGS button** ***(6)*** and the **left directional button** ***(4)*** to **decrease** the angle of rotation by one step.



4 possible levels	
Selected angle of rotation	**RPM LEDs *(7)***
270°	
360°	
540°	
900°	



Please note: The angle of rotation modified manually via the racing wheel is not permanently saved. This procedure must be carried out each time the game or the racing wheel restarts.

OTHER FUNCTIONALITIES RELATING TO THE SETTINGS BUTTON *(6)*

Please visit **https://support.thrustmaster.com**.
Click **Racing Wheels** / **T128**, and then **Manual** or **FAQ**.

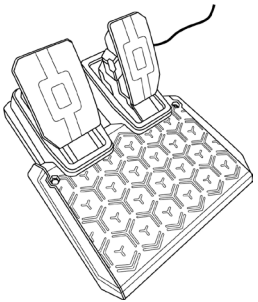
UPDATING THE RACING WHEEL'S FIRMWARE

Visit **https://support.thrustmaster.com**.
Click **Racing Wheels** / **T128** / **Firmware**, and follow the instructions.

VARIOUS TIPS AND FAQs

Visit **https://support.thrustmaster.com**.
Click **Racing Wheels** / **T128**, and then **Manual** or **FAQ**.

T2PM PEDAL SET



WARNING

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Warning – Pedal set pinch hazard when playing

* Keep the pedal set out of children's reach.
* During gameplay, never place your fingers on or anywhere near the sides of the pedals.
* During gameplay, never place your fingers on or anywhere near the pedal's rear base.
* During gameplay, never place your fingers on or anywhere near the pedal's front base.

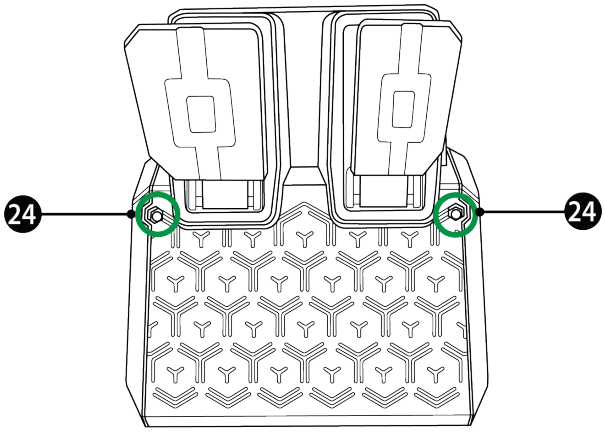
NEVER **NEVER** **NEVER**

Warning – Pedal set pinch hazard when not playing

* Store the pedal set in a safe place, and keep it out of children's reach.

ATTACHING THE PEDAL SET TO A SUPPORT OR COCKPIT

The pedal set can be attached to a variety of different supports (sold separately) using the two perforations ***(24)*** located on either side of the pedal set.



If your racing wheel and/or pedal set do not function correctly, or if they seem to be improperly calibrated:
Power off your console or PC and completely disconnect the racing wheel. Then reconnect all cables (including the power supply cable and the pedal set), and restart your console (or PC) and your game.

CONSUMER WARRANTY INFORMATION

Worldwide, Guillemot Corporation S.A., whose registered office is located at Place du Granier, B.P. 97143, 35571 Chantepie, France (hereinafter "Guillemot") warrants to the consumer that this Thrustmaster product shall be free from defects in materials and workmanship, for a warranty period which corresponds to the time limit to bring an action for conformity with respect to this product. In the countries of the European Union, this corresponds to a period of two (2) years from delivery of the Thrustmaster product. In other countries, the warranty period corresponds to the time limit to bring an action for conformity with respect to the Thrustmaster product according to applicable laws of the country in which the consumer was domiciled on the date of purchase of the Thrustmaster product (if no such action exists in the corresponding country, then the warranty period shall be one (1) year from the original date of purchase of the Thrustmaster product).

Should the product appear to be defective during the warranty period, immediately contact Technical Support, who will indicate the procedure to follow. If the defect is confirmed, the product must be returned to its place of purchase (or any other location indicated by Technical Support).

Within the context of this warranty, the consumer's defective product shall, at Technical Support's option, be either replaced or returned to working order. If, during the warranty period, the Thrustmaster product is subject to such reconditioning, any period of at least seven (7) days during which the product is out of use shall be added to the remaining warranty period (this period runs from the date of the consumer's request for intervention or from the date on which the product in question is made available for reconditioning, if the date on which the product is made available for reconditioning is subsequent to the date of the request for intervention). If permitted under applicable law, the full liability of Guillemot and its subsidiaries (including for consequential damages) is limited to the return to working order or the replacement of the Thrustmaster product. If permitted under applicable law, Guillemot disclaims all warranties of merchantability or fitness for a particular purpose.

This warranty shall not apply: (1) if the product has been modified, opened, altered, or has suffered damage as a result of inappropriate or abusive use, negligence, an accident, normal wear, or any other cause unrelated to a material or manufacturing defect (including, but not limited to, combining the Thrustmaster product with any unsuitable element, including in particular power supplies, rechargeable batteries, chargers, or any other elements not supplied by Guillemot for this product); (2) if the product has been used for any use other than home use, including for professional or commercial purposes (game rooms, training, competitions, for example); (3) in the event of failure to comply with the instructions provided by Technical Support; (4) to software, said software being subject to a specific warranty; (5) to consumables (elements to be replaced over the product's lifespan: disposable batteries, audio headset or headphone ear pads, for example); (6) to accessories (cables, cases, pouches, bags, wrist-straps, for example); (7) if the product was sold at public auction.

This warranty is nontransferable.

The consumer's legal rights with respect to laws applicable to the sale of consumer goods in his or her country are not affected by this warranty.

Additional warranty provisions

During the warranty period, Guillemot shall not provide, in principle, any spare parts, as Technical Support is the only party authorized to open and/or recondition any Thrustmaster product (with the exception of any reconditioning procedures which Technical Support may request that the consumer carry out, by way of written instructions – for example, due to the simplicity and the lack of confidentiality of the reconditioning process – and by providing the consumer with the required spare part(s), where applicable).

Given its innovation cycles and in order to protect its know-how and trade secrets, Guillemot shall not provide, in principle, any reconditioning notification or spare parts for any Thrustmaster product whose warranty period has expired.

In the United States of America and in Canada, this warranty is limited to the product's internal mechanism and external housing. In no event shall Guillemot or its affiliates be held liable to any third party for any consequential or incidental damages resulting from the breach of any express or implied warranties. Some States/Provinces do not allow limitation on how long an implied warranty lasts or exclusion or limitation of liability for consequential or incidental damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from State to State or Province to Province.

Liability

If permitted under applicable law, Guillemot Corporation S.A. (hereinafter "Guillemot") and its subsidiaries disclaim all liability for any damages caused by one or more of the following: (1) the product has been modified, opened or altered; (2) failure to comply with assembly instructions; (3) inappropriate or abusive use, negligence, an accident (an impact, for example); (4) normal wear; (5) the use of the product for any use other than home use, including for professional or commercial purposes (game rooms, training, competitions, for example). If permitted under applicable law, Guillemot and its subsidiaries disclaim all liability for any damages unrelated to a material or manufacturing defect with respect to the product (including, but not limited to, any damages caused directly or indirectly by any software, or by combining the Thrustmaster product with any unsuitable element, including in particular power supplies, rechargeable batteries, chargers, or any other elements not supplied by Guillemot for this product).

DECLARATION OF CONFORMITY

CANADIAN COMPLIANCE NOTICE: this Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

USA COMPLIANCE NOTICE: this equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and

(2) This device must accept any interference received, including interference that may cause undesired operation.

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

THRUSTMASTER®

TECHNICAL SUPPORT

https://support.thrustmaster.com

UK: 020 3147 4889

US: (866) 889-5036

Canada: 866-889-2181

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WARNING: this product can expose you to chemicals including Bisphenol A (BPA), which is known to the State of California to cause birth defects or other reproductive harm. For more information go to www.P65Warnings.ca.gov

ENVIRONMENTAL PROTECTION RECOMMENDATION

* In the European Union, the UK and Turkey: At the end of its working life, this product should not be disposed of with standard household waste, but rather dropped off at a collection point for the disposal of Waste Electrical and Electronic Equipment (WEEE) for recycling.
This is confirmed by the symbol found on the product, user manual or packaging.
Depending on their characteristics, the materials may be recycled. Through recycling and other forms of processing Waste Electrical and Electronic Equipment, you can make a significant contribution towards helping to protect the environment.
Please contact your local authorities for information on the collection point nearest you.
For all other countries: Please adhere to local recycling laws for electrical and electronic equipment.

Retain this information. Colors and decorations may vary.
Plastic fasteners and adhesives should be removed from the product before it is used.
www.thrustmaster.com

**Applicable to EU, UK and Turkey only*